Move 'N Hoops 3™

OWNER'S MANUAL — Please read before using this equipment.

Save money, shoot hoops, and score points!

Your RadioShack Move 'N Hoops 3 game lets you save money and shoot hoops all at once! Get your friends together to play and before you know it, you will have ice cream money for a week!

INSTALLING BATTERIES

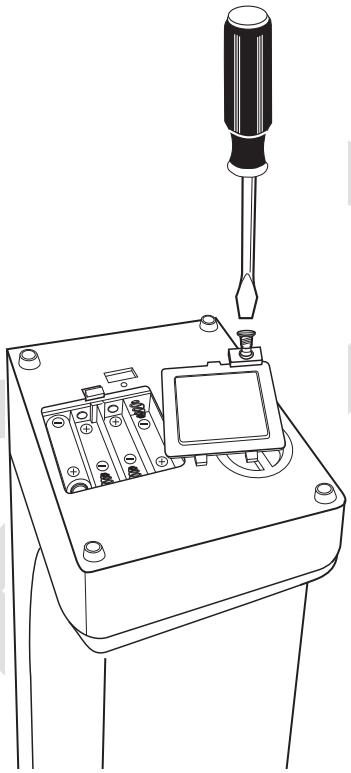
Your game requires four AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

Follow these steps to install batteries.

1. Use a Phillips screwdriver to remove the battery compartment's screw.



2. Press down the tab on the battery compartment cover and lift off the cover.
3. Place the batteries in the compartment as indicated by the polarity symbols (+ and –) marked inside.
4. Replace the cover and secure it with its screw.

When the display dims, the sound becomes weak or distorted, or the game stops operating properly, replace the batteries.

Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Caution: If you do not plan to use the game for a week or longer, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

OBJECT OF THE GAME

The object of the game is to shoot as many hoops as fast as you can to get as many points as possible during the time limit. The upper and lower hoops move during the game to make it more challenging. You can set the game to play for 30, 60, or 90 seconds (depending on how many quarters you insert).

While you shoot your hoops, the game plays music. The music's tempo increases and the DOUBLE POINTS indicators flash during the last 10 seconds of the game. You get double points if you can shoot the ball into the basket(s) in the last 10 seconds of the game. Your score appears on the display after the game is over.

You Score	If You Shoot
5 points	the upper basket
3 points	the middle basket
1 points	the lower basket

Note: You get points for each basket the ball falls through.

PLAYING THE GAME

1. Insert one quarter to play for 30 seconds, then press **Start** to begin the game.

   To play longer insert two or more quarters, then repeatedly press **Start** to select the playing time (30, 60, or 90 seconds).

PREVIEW

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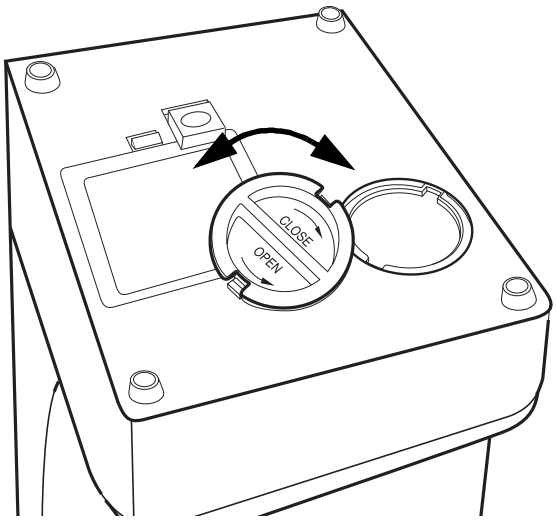
2. After the game announces, "Start," press the basketball-shaped push-button as fast as you can to shoot the balls into the hoops and earn as many points as you can.

   The game starts to count down and the music sounds.

Note: If you do not press **Start** within 1 minute after inserting the coin(s), the game automatically turns off.

The game is over when the time runs out. The music stops and the game displays your total score.

BREAKING THE BANK



You can open the bank and swipe the quarters from the game anytime. Turn the coin storage compartment cover latch on the bottom of the game counterclockwise (toward **OPEN**). Remove the cover. Empty the bank. Replace the cover and turn the latch clockwise (toward **CLOSE**).

CARE

To enjoy your Move 'N Hoops for a long time:

- Keep the game dry. If it gets wet, wipe it dry immediately.
- Use and store the game only in normal temperature environments.
- Handle the game gently and carefully. Do not drop it.
- Keep the game away from dust and dirt.
- Wipe the game with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the game's internal components can cause a malfunction and might invalidate its warranty. If your game is not performing as it should, take it to your local RadioShack store for assistance.

REVIEW

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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